

Údarás Rialála  
Cearrbhachais  
na hÉireann

Gambling  
Regulatory  
Authority  
of Ireland

# Draft - Prescribed Games Categorisation



## Proposed Definitions of Prescribed Games:

### Prescribed Games 1: Card Games / Live Dealer / Peer to Peer

**Delivery:** Remote *via live studio or in-person with a live dealer*

**Definition:** Peer to Peer table card games that may require a dealer / croupier to be physically present at the table or utilise a fair Random Number Generator as a shuffling device. The outcome of the game may be influenced by the players' actions or decisions, rather than purely on chance.

**Examples:** Poker, etc

### Prescribed Games 2: Card Games / Live Dealer / Against the House

**Delivery:** Remote *via live studio or in-person with a live dealer*

**Definition:** Card table games against the house that require a dealer / croupier to be physically present at the table, the outcome of which may be influenced by the players' actions or decisions, rather than purely on chance.

**Examples:** Blackjack, Punto banco (Baccarat), etc.

### Prescribed Games 3: Card Games/ Random Number Generator /Against the House

**Delivery:** Remote or in-person (via a standalone machine)

**Definition:** Card table games against the house where the playing cards are randomly drawn (utilising a fair Random Number Generator), and where the outcome of the game is based on a definitive return to player as determined by the software.

**Examples:** Blackjack, Poker (single player), Punto Banco (Baccarat) etc

### Prescribed Games 4: Other Casino Games / Live Dealer /Against the House

**Delivery:** Remote *via live studio or in-person with a live dealer*

**Definition:** Table games against the house that require a dealer / croupier to be physically present at the table. A device is used to determine the outcome which predominantly relies on chance rather than on players' actions or decisions.

**Examples:** European Roulette, American Roulette, Craps, Sic Bo, Mahjong etc.

**Prescribed Games 5: Other Casino games / Random Number Generator /Against the House**

**Delivery:** Remote or in-person (via a standalone machine)

**Definition:** Table games against the house that incorporate the use of a device (such as a wheel or a die) presented as a random device (utilising a fair Random Number Generator) and where the outcome predominantly relies on a predetermined return to player written into the software programme rather than on players' actions or decisions.

**Examples:** European Roulette, American Roulette, Craps, Sic Bo, Mahjong etc.

**Prescribed Games 6: TV, Board Game Shows and Ball Games with a presenter**

**Delivery:** Remote (Captured as a Live Studio Game) or in-person.

**Definition:** Games which simulate different variants of TV game shows, board games and ball games, which have a presenter, and which use a device (for example: a die or a ball) to determine the outcome. The rules of the game are defined in a payable, establishing conditions of the win in accordance with a predetermined return to player.

**Examples:** Deal or No Deal, Who Wants to be a Millionaire, Marble Race, Spin the Wheel games

**Prescribed Games 7: TV, Board Game Shows and Ball Games / Random Number Generator**

**Delivery:** Remote or in-person (via a standalone machine)

**Definition:** Games which simulate different variants of TV game shows, board games and ball games, which may have a presenter, and which are based on a fair Random Number Generator (which can be represented as a device). The outcome of the game is decided in accordance with a predetermined return to player, encoded into the game's software.

**Examples:** Deal or No Deal, Who Wants to be a Millionaire, Marble Race, Spin the Wheel games

**Prescribed Games 8: Slot Games / Random Number Generator**

**Delivery:** Remote or in-person (via a standalone machine)

**Definition:** Games where the participant engages the system or machine to activate a set of spinning symbols on wheels or tiles (utilising a software driven by fair Random Number Generator), the final alignment of which determines a payout, in accordance with a predetermined return to players (or defined payable) written into the software programme.

**Examples:** Slot Games including jackpot style games

**Prescribed Games 9: Scratchcard Games / Random Number Generator**

**Delivery:** Remote

**Definition:** Games based on a fair Random Number Generator that simulate scratchcards whereby specific symbols must be matched or combined to generate a win, the outcome of which is decided in accordance with a predetermined return to player encoded into the game's software.

**Examples:** Online scratchcard games

**Prescribed Games 10: Crash Games / Random Number Generator**

**Delivery:** Remote or in-person (via a standalone machine)

**Definition:** Games based on a multiplier curve that rises over time, the outcome of which is decided by the predetermined return to players encoded in the game's software and utilises a fair Random Number Generator. The intention is for the participant to cash out at the most opportune moment – i.e. before the game crashes, which causes the multiplier to drop to zero

**Examples:** Aviator, Balloon etc.

**Prescribed Games 11: Virtual Games / Random Number Generator**

**Delivery:** Remote or in-person (via a standalone machine or with a screen device and stakes taken over the counter)

**Definition:** Games based on the outcome of a computer-simulated sports event, for example a horse race. It is understood that while this game type has characteristics that appear similar to betting, the outcome is determined by utilising a fair Random Number Generator in accordance with a predetermined return to players and the operator (or a B2B supplier) provides the event.

**Examples:** Virtual Horse Racing, Virtual Greyhound Racing etc.

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